

```
1 #pragma once
2 #include "GameState.h"
3
4 class StateMachineExampleGame;
5
6 class SettingState :
7     public GameState
8 {
9     StateMachineExampleGame* m_pOwner;
10
11 public:
12     SettingState(StateMachineExampleGame* pOwner);
13     ~SettingState() = default;
14
15     virtual bool Update(bool processInput = true) override;
16     virtual void Draw() override;
17
18 };
19
20
```